

1982

Article Index

BUSINESS

<i>Title</i>	<i>Author</i>	<i>Issue/Page</i>	<i>Debug</i>	<i>Annotation</i>
Autotrak	Lloyd	10/82:203		Keep track of maintenance records for a fleet of vehicles. (Model I/III)
CC—Color Computer or Chamber of Commerce	Adcock	3/82:210		Using the Color Computer as a business machine.
Discriminating Pallets	Eaton	1/82:98		Plot prices for increasing material costs. (Model I)
Financial Wizard	Perelman	5/82:326		Figure compound interest, annuity, and amortization. (Model II)
Forms Maker	Perelman	12/82:356		Make business forms. (Model II)
High Finance	Byrne	10/82:324		Program to use with all-saver savings accounts. (Model I/III)
Industry Saver	Leichtman	10/82:156		How a TRS-80 improved production-line efficiency.
Invoice	Hackman	10/82:342		Organize your billing procedures. (Model I/III)
One Twelfth of a Misery	Krapf	4/82:298		Loan-amortization program. (Model I)
Order Form	Wright	9/82:270		Produce custom-designed forms. (Model I/III)
Phonfind	Eldridge	6/82:358		See Home/Hobby.
Pocket Portfolio	Dethlefsen	1/82:94		Investment-analysis program. (PC)
Portal-to-Portal Report	Keneipp	6/82:300		Keep track of air miles traveled. (Model I)
Production Learning Curve	Jeffrey	10/82:316		Program to track production costs per unit. (Model I/III)
Profit Prognosticator	Nottingham	2/82:268		Estimate business profits. (Model III)
Questions, Questions, Questions	Rutledge	1/82:102		Tabulate and average survey results for business. (Model I/III)
Queue Up!	Clapp	12/82:333		Analyze waiting lines. (Model I)
QuickCalc	Leafstand	10/82:114		VisiCalc clone. (Model I/III)
Rule of 300	Zimmerman/Conrad	1/82:116		Figure interest payments on loans. (Model I/III)
Spanning of Mod II Disks	Keen/Dischert	1/82:110		See Programming Techniques.
Survey	Wells	6/82:248		Telemarketing program. (Model I/III)
Tax Relief for the Rich	Perelman	3/82:176		Figure taxes after the Economic Recovery Act. (Model II)
Trade Wins, The	Finkelstein	2/82:238		Stock Market simulator. (Model I/III)

EDUCATION

<i>Title</i>	<i>Author</i>	<i>Issue/Page</i>	<i>Debug</i>	<i>Annotation</i>
80 in the Apple, An	Radin	2/82:68		About a teacher in NYC using 80s in the classroom.
Anything Jodi Can Do...	Tallman	2/82:60		Code game written by 9-year old and comments from her dad on teaching kids to program. (Model I)
BIPED	Leichtman	4/82:112		Story on a program using micros to train handicapped people.
CIE—Computers in Education	Radin	6/82:254		How a school district uses computers.
Classroom Crystal Ball	Keough	2/82:94		The future of computers and education, and how programmers should view educational software.
Computer Etch-a-sketch	Mustico	2/82:70		See Programming Techniques.
Do Not Pass	Wood	6/82:352		Teach road signs in driver-education class. (CC)
Dynamic Item Scheduling	Wyckoff	5/82:316		Write educational programs that interest and teach students. (CC)

Earth to Class, Listen Up	Fish	2/82:120
Elementary, My Dear	Vanderburgh	2/82:256
Primate		
Extra-terrestrial	Wells	2/82:112
Fret No More!	Louis	5/82:164
Future in Miniature, The	Mello	2/82:53
Grade Book	Pugsley	3/82:184
King Komputer	Allison	4/82:302
Learning the Elements	Wood	2/82:116
Making More Possible	Leichtman	2/82:128
Moby Dick Touch	Brown	9/82:139
Typing Tutor		
Model II Math Skills	Kilroy	11/82:292
Music Marvel	Blyn	11/82:308
OJT	Tymon	6/82:326
Put Them to the Test	Davis	2/82:104
Roll Call	Henderson	2/82:100
RS-80Tay,	Stratton	2/82:142
Aysay Hatway?		
Sound OFF!	Thiel	11/82:422
Ten-key Tutor, The	Knogle	2/82:192
Time to Make 'em Sweat	Hawkes	5/82:332
To Comma, or Not	Perron	2/82:82
to Comma		
Vocabulary Test	Kalkstein	4/82:294
You Light Up My Life	Wood	3/82:330

GAMES

<i>Title</i>	<i>Author</i>	<i>Issue/Page</i>	<i>Debug</i>	<i>Annotation</i>
Acrostic Generator	Falk	8/82:240		Create puzzles. (Model I/III)
Alien Attack	Perry	8/82:282		Arcade game, with joysticks. (CC)
Amazing Cardoni II	O'Connor	8/82:302		Card trick. (Model I/III)
Assignment 46	Albino	8/82:66		Adventure game. (Model I)
Astro-Scrambler	Long	12/82:252		Dodge ball in space. (Model I)
Birthday Party	Zuckerbraun	10/82:262		Games for kids' birthday parties. (Model I)
Casino Draw Poker	Balewski	11/82:246		Play cards against your computer. (Model I/III)
Casino Slot Machine	Balewski	11/82:222		Simulate a Las Vegas slot machine. (Model I)
Color Breakaway	Grossbach	8/82:268		One-on-one hockey simulation. (CC)
Color Maze	White	8/82:188		Maze game. (CC)
Color Reversi	Ledger	3/82:90		Reversi on the Color Computer.
Computer Repeat	Fontenot	4/82:222	9/82:32	Memory game. (Model I)
Conquest of Memory	Myers	8/82:254		Colonize the universe. (Model I/III)
Alpha				
Cram	Brothers	8/82:234		Draw the line without going back or into it. (Model I/III)
Cube-80	Washington	8/82:106	10/82:30	Rubik's Cube on the computer. (Model I/III)
Enter the Dragon	Hadlock	8/82:248		Kung-fu adventure. (Model I/III)
Flip-a-piece	Cominio	3/82:252		Othello-like game. (Model III)
Fortran Puzzler	Yehle	6/82:227		Figure out the secret code. (Model I)
Four in One	Becker	8/82:202	10/82:31	Four games and a utility for the CC.
Plus Another				
Game of Kalah, The	Victor	8/82:132		Similar to Reversi. (Model I)
Game of Sim, The	Radin	9/82:276		Similar to tic-tac-toe. (Model I/III)
Intellectual Somnambulism	Keller	8/82:296		Arcade game. (Model I)
Invader	Fisher	11/82:450		Destroy the K'taabas. (Model I)
Kings and Catapults	Adams	2/82:232	9/82:32	Two feudal kings battle it out. (Model I/III)
Kwikmaze	Rollins	11/82:318		Generate mazes. (Model I/III)
Loco Motion	Ridgway	8/82:286		One-player to align objects into a pattern. (Model I)
Martian Missile Attack	Gillen	1/82:265		Save cities, destroy Martians. (Model I)
Master Muses, The	Heath	8/82:186		See Tutorials.
Classroom networking. (Model I)				Use randomly generated text to study language synthesis. (Model I)
Program to teach the solar system. (Model I)				Learn how to play the guitar with your 80. (Model I)
The micro in the classroom.				Keep students' grades on the computer. (Model I)
Program to teach kids how to read a ruler. (Model I/III)				Program to teach chemical elements. (Model I/III)
How micros help the handicapped.				Learn touch typing. (Model I/III)
Teach your kids to add and subtract. (Model II)				Teach retarded people to play music. (CC)
Program to build your own educational programs from. (Model I)				Program that generates quizzes. (Model I/III)
Using computers to keep track of student records.				Program to teach a foreign language. (Model I)
Add sound to your education programs. (Model I)				Program to teach typing on the ten-key pad. (Model I)
Generate multiple-choice, true-false, short-answer, or completion tests. (Model I)				Punctuation-teaching program. (Model I)
Match a word with a definition. (Model I)				Teach the physics of light. (CC)

Maze XIX	Teter	12/82:341		Maze game. (Model I)
Micro Puzzle Box	Moews	1/82:302	3/82:28	Put the numbers in the right order in a grid. (Model I)
Model III Microchess	Embar	11/82:300		Modify Microchess for the Model III.
More Color Conversions	Freeman	11/82:164		Some Model I games converted to the CC.
Naval Wars	Byrnes	8/82:114		Battleship with two computers. (Model I/III)
Outdoor Computer Games?	Adams	8/82:80		Play spy vs. spy outdoors with your computer. (Model I/III)
Pitty Pat	Barnes	8/82:270		Variation of draw poker. (Model I/III)
Save All Humans	Boothe	3/82:154		Save people from flying saucers. (Model I/III)
Save Our Ship	Hawkins	8/82:174		Star Trek adventure. (Model I/III)
Ski Slalom	Commander	8/82:112		Hit the slopes on the 80. (Model I/III)
Space Chase	Gillen	5/82:292	10/82:30	Arcade space game. (Model I)
Space Duel	Edick	8/82:260		Arcade game. (Model I/III, CC)
Square Game	Kanach	8/82:264		Met'in-like game. (CC)
Stanley	Black	8/82:300		Out stare your VDT. (Model I)
Sub Destroy	Steele	8/82:212		Arcade game for the Model II.
Tee for Six	Bevington	8/82:156		Tee-jumping board games for the computer. (Model I/III)
Termites	Weindorf	8/82:274		

GENERAL

<i>Title</i>	<i>Author</i>	<i>Issue/Page</i>	<i>Debug</i>	<i>Annotation</i>
Basic Misinterpreter	Busch	4/82:86		Humor—change Basic keywords to misspelled words. (Model I)
Bob Rosen— A Colorful Story	Leichtman	6/82:174		Personality piece on Bob Rosen.
Broadening the TRS-80 Horizon	Busch	3/82:298		Thoughts on expanding your system.
Calculating Genius, Pt. I	Cook	11/82:130		The story of Charles Babbage, inventor of the digital computer.
Calculating Genius, Pt. II	Cook	12/82:88		See Part I.
Cassbox	Gillen	11/82:282		Print out cassette-box cards. (Model I)
CC CQ	Chuck	12/82:200		Use your Color Computer with your ham rig.
Celluloid CPUs	Nadeau	5/82:98		Micros in the movies.
CompuServe, MicroNet, TRS	Maquire	1/82:74		TRS-80 users and CompuServe
Computer Creationists	Rose	5/82:80		How micros are used in sound studios.
Computer-Assisted Electronic Design	Harper	11/82:372		Use your computer to design circuit boards. (Model I/III)
Confessions of a Microholic	Keller	5/82:320		One user's life after buying a TRS-80.
Dateline: Sri Lanka	Mello	4/82:128		Personality piece on David Busch.
Divine Dementia	Nadeau	5/82:176		Personality piece on Dennis Kitz.
Dream Team	Wangness	2/82:196		Put together an ideal team with this program. (Model I)
Family Tree, The	Castor	11/82:398		Genealogy program. (Model I)
Gabby the Space Cowbum	Ramella	5/82:322		This space cowboy won't shut up. (Model I)
Graphics King, The	Frann	8/82:120		Personality piece on Leo Christopherson.
Jake's Wampeters	Mello	3/82:162		Profile on Jake Commander.
Kryha Cipher Machine	Deavours	5/82:272		Use Tiny Pascal in cryptology. (Model I)
Little Byte Music, A	Levine	5/82:128		History of digitally synthesized music.
Make Those Headlines Fit	Ramella	11/82:260		Know if a headline will fit in a space before you typeset it. (Model I)
Memory Map—Level II	Goodwin	12/82:298		Level II memory map.
Night on the Town, A	Gunn	4/82:124		Humor—take your computer out on a date.
Northern Lights	Latamore	5/82:104		How a sculptor uses a micro to play his designs.
Ohio Electronic News Experiment	Chidsey	6/82:100		Progress report on the Tiffen, OH, newspaper's electronic news experiment.
Out of Thin Error	Adcock	5/82:258		Humor—what error messages "really" mean.
Philly Phiasco	Gunn	5/82:140		Commentary on the Philadelphia Computer in the Arts Symposium.

Radio Shack vs. IBM ROM Bibliography	Van Ghent Secord	3/82:168 4/82:76
Shopping with Uncle Sam	Stolker	10/82:88
Terminal Case, A	Latamore	1/81:66
Tracking Lobsters	Kaczor	12/82:150
TRON: Man in the Computer	Mello	8/82:124
Vexed by the Void	Resnick	4/82:262
Videotext for the Masses	Nadeau	1/82:60
When the Postman Doesn't	Averill	3/82:308

Model II compared to the IBM 5150.
Annotated list of literature on the ROM.
(Model I/III)
A look at the Federal DP Expo in Washington, DC.

A look at the Canadian videotext system, Telidon.
Plot maps to locate lobster pots, or anything else.
(Model I)
Piece on the movie, Tron.

An alien's view of TRS-80 users—humor.
What videotext means to the home computerists.
Thoughts on mail order.

GRAPHICS

<i>Title</i>	<i>Author</i>	<i>Issue/Page</i>	<i>Debug</i>	<i>Annotation</i>
3-D Graphics	Fogelin	3/82:138		Get 3-D geometric shapes on the screen. (Model I/III)
Alpha-graphics	Basch	1/82:190		See Programming Techniques.
Back to the Drawing Board	Rappaport	3/82:120		See Utilities.
CC on Parade, Pt. I	Barden	10/82:82		Using graphics on the CC.
Color from a Model II?	Ward/Deininger	3/82:240		Use the DMP-3 digital plotter to get color graphics. (Model II)
Colorful Computer, Pt. I	Miller	8/82:94		Twenty-one graphics programs. (CC)
Colorful Computer, Pt. II	Miller	9/82:152		See Part I.
Colorful Computer, Pt. III	Miller	10/82:254		See Part I.
Computer Etch-a-sketch	Mustico	2/82:70		See Programming Techniques.
Conversion	Osborne	9/82:238		Bob Boothe's graphics on the CC.
Different Perspective	Nielsen	5/82:242		Use shadows to gain perspective in graphics. (Model I)
Editor's Choice, The Epson Airfoils	Gesamte/Commander Boothe	3/82:78 11/82:230		Graphic patterns. (CC) Plot airfoils for planes on your Epson printer. (Model I)
Flaky	Garrison	12/82:94		Graphics techniques. (CC)
Is a Rose in Color/ a Rose	Green	3/82:142	6/82:26	Earlier 80 Micro graphics programs converted to the CC.
Joystick Paintbrush	Sprouse	9/82:230		Draw on the screen with joysticks. (CC)
Mirror Imagining	Boothe	3/82:112		Plot spheres, paraboloids, and other high-resolution shapes for the Epson. (Model I)
Paper Graphics	Rosenberg	3/82:270		See Utilities.
Pictures at a Mod II Exhibition	Baker	3/82:280	6/82:26	Bob Boothe's techniques on a Model II.
Pixel Print	Gillen	11/82:364		Send screen graphics to the printer. (Model I)
POKE Graphics	Schaefer	12/82:384		Speed up Basic displays. (Model I)
Polar Generator	Webb	2/82:204		See Programming Techniques.
Random Picture	Swarts	2/82:194		Let the computer be the artist. (Model I)
Shady Characters	Ramella	3/82:258	6/82:26	Get silhouette printouts. (Model I)
Smooth Graphics	Goodman	3/82:304		See Programming Techniques.
Spiromania, Pt. I	Commander	5/82:88		Draw spiographs on the Color Computer.
Spiromania, Pt. II	Commander	6/82:106		See Part I.
Sublime Simulations	Keough	4/82:258		How computer simulation/modeling works.
Super Banner	Balewski	5/82:282		Print out banners on a Centronics 737. (Model I)
When Black Is White	Tache	3/82:294		Reverse graphic printouts. (Model I/III)

HARDWARE

<i>Title</i>	<i>Author</i>	<i>Issue/Page</i>	<i>Debug</i>	<i>Annotation</i>
Bare-bones	Hart	6/82:128		Get a communications system without the expansion interface or RS-232 adapter, with software. (Model I)

Battery Back-up	Batie	2/82:126		Build a battery back-up unit.
Building an M-80	Hawkes/Reese	3/82:172		Build a single-board microprocessor with the Z80.
Cablebrew	DeFrancis	11/82:287		Make your own MX-80 cable.
Cheaper Upgrade	Tucker	9/82:186		Install the Extended Color Basic ROM yourself. (CC)
Color Computer Upgrade	Murphy	3/82:102		Go from 4K to 16K. (CC)
Color from a Model II?	Ward/Deninger	3/82:102		See Graphics.
Computerized Engraving	Joffe	5/82:318		Drive a pantograph with your 80. (Model III)
Cybernetics and Jelly Beans, Pt. I	Dauids	10/82:190		Build a robot to detect jelly beans. (Model I)
Cybernetics, Pt. II	Dauids	11/82:264		See Part I.
Cybernetics, Pt. III	Dauids	12/82:312		See Part I.
Digital Doodles	Sehmer	1/82:244	9/82:30	Build a graphics plotter. (Model I)
Do-it-yourself Disks	Shaefer	1/82:172		Install your own disk drives in a Model III.
Double Your Density	Domuret	1/82:294		Adding double density to your system. (Model I)
Four Into One Will Go, Pt. I	Hawkes/Reese	2/82:226		Put a 4K program in 1K by bank section. (Model I)
Handy Dandy Tandy Table	Langston	4/82:328		Build a desk for your computer.
Hardware Hacker, Pt. I	Van Praag	10/82:216		Connect a Centronics-compatible printer to the Model I.
Hardware Hacker, Pt. II	Van Praag	11/82:112		Add 32K RAM. (Model I)
Hardware Hacker, Pt. III	Van Praag	12/82:173		Add a disk-drive controller. (Model I)
Hydra-disk	Robins	3/82:206	6/82:26	Add dual-headed drives. (Model I)
Joy of Interfacing, The	Batie	3/82:242		Joystick interface. (Model I)
Juicing Pin 18	Gorodetzer	9/82:288		Use pin 18 on the MX-80 printer connector with the buffered cable. (Model I)
Look into Disk Drives, A	staff	1/82:179		Buyer's guide to disk drives.
Modem Auto-answer	Westbrook	6/82:229		Build an auto-answer device.
Multi-programming/Micro	Genovese	1/82:278		See Programming Techniques.
Networking on a Shoestring	Meinke	2/82:184		Build your own networking system. (Model I)
New Generation of Characters	Park	4/82:220		Install the AXX3027 character generator chip. (Model I)
Programmable Baud Rate	Cottle	5/82:306		Device for the LNW interface to get a programmable baud rate. (Model I)
RAM Wars	McClenahan	3/82:156		Get 64K RAM on the CC.
Singer Printer Interface	Mailhot	6/82:374		Interface the Singer printer.
Sixteen Channel A/D Board	Haan	6/82:310		Interface eight joysticks. (Model I)
Smarten Up, Color Computer	Esposito/Thiel	3/82:126		Add memory to the CC.
Straight Shooter, The	Quindry	1/82:318	10/82:30	Build an inexpensive light pen. (Model I)
Telephone Dialer	Hickey	6/82:160		Device to let your computer dial phone numbers. (Model I)
\$30 System Desk	Asman	12/82:166		Build a desk for your computer.
Those CLOAD Blues	Hartjes	1/82:288		Build a data compensator and audio amplifier. (Model I)
Video Snow Shovel	Smith	3/82:290	9/82:30	Get rid of those black streaks against white characters. (Model I)
Voice-Controlled Typewriter	Rigsby	12/82:72		Use your computer and printer as a sound-activated typewriter for the handicapped. (Model I)
We Interrupt This	Workman	11/82:396		Build interrupt capabilities into your Model I.
Where There's a Will...	McClenahan	3/82:84		Device to let the Color Computer print while on CompuServe.

HOME/HOBBY

<i>Title</i>	<i>Author</i>	<i>Issue/Page</i>	<i>Debug</i>	<i>Annotation</i>
Bringing the Supermarket to Its Knees	Kraynak	4/82:270		Grocery-list program. (Model I)

Computer Racing Form	Bobo	5/82:252		Handicap horse races on your micro. (Model I/III)
Family Medical History	Diaz	11/82:90		Keep your family's medical records. (Model I/III)
Fore! Scorekeeper	Wells	5/82:298		Keep track of your golf scores. (Model I/III)
Gentle Reminder, A	Rosen	6/82:348		Schedule your work projects. (Model I/III)
Home Budgeteer— Reprise	Pablo	5/82:238		Keep track of household expenses. (Model I/III)
Homebrew Librarian	Hamilton	11/82:436		Keep track of your books. (Model I)
If This Is Tuesday, It Must Be...	Atkins	1/82:308	5/82:26	Date program. (PC)
Income Tax Estimator	Stark	10/82:168		Figure your income tax on the CC.
Model III Biorhythms	Anderson	5/82:280		Find out what your good and bad days will be. (Model II)
No More 90-lb.	Stevens	1/82:174		Exercise log program. (PC)
Phonfind	Eldridge	6/82:358		Phone-log program. (Model I/III)
To Catch a Thief	Kuhn	4/82:274		Home-inventory program. (Model III)
Trick or TRS-80	Keller	10/82:104		Have a jack-o-lantern on your screen greet trick-or- treaters. (Model I/III)
Two Stroke a Side	Avery	5/82:264		Figure your golf handicap. (Model I/III)
Ultimate Parts Manager	McCalley	1/82:140		Keep inventory of Model T parts. (Model I)
You're in the Money	Montgomery	10/82:140		Project the impact of personal savings and borrowing plans. (Model III)

PROGRAMMING TECHNIQUES

<i>Title</i>	<i>Author</i>	<i>Issue/Page</i>	<i>Debug</i>	<i>Annotation</i>
Add That Professional Touch	Steelhammer	1/82:258		Make DBMs easier to use. (Model I/III)
Alpha-graphics	Basch	1/82:190		Technique to build graphic strings. (Model I/III)
Basic Word Processing	Cutrona	9/82:140		See Utilities.
CC on Parade, Pt. I	Barden	10/82:82		See Graphics.
CC on Parade, Pt. II	Barden	11/82:80		Learn how to use Line, Circle, Draw, Paint, Get, and Put. (CC)
Colorful Computer, Pt. I	Miller	8/82:94		See Graphics.
Colorful Computer, Pt. II	Miller	9/82:152		See Part I, Graphics.
Colorful Computer, Pt. III	Miller	10/82:254		See Part I, Graphics.
Computer Etch-a-sketch	Mustico	2/82:70		Add graphic routines to educational programs. (Model I)
Conversion	Osborne	9/82:238		See Graphics.
Different Perspective	Nielsen	5/82:242		See Graphics.
Dizzy Decimals	Shore	3/82:326		Eliminate round-off errors. (Model I/III)
Do-it-yourself DB, Pt. I	Townsend	6/82:176		See Do-it-yourself DB, Part I.
Homebrew, Part II.	Townsend	9/82:242		See Do-it-yourself DB, Part I.
Homebrew, Part III	Townsend	10/82:332		See Utilities.
Easy Picture Editor	Ginger	12/82:388		See Graphics.
Editor's Choice, The	Gesamte/Commander	3/82:78		Flash prompts. (Model I)
Flasher, The	Mickey	1/82:276		New things to do with your MX-80. (Model I)
Graftax Tricks	Schneider	12/82:118		See Utilities.
I Have a Secret	Demberger	10/82:296		Use the indexed sequential addressing mode.
I Program, Therefore ISAM	Adcock	5/82:302		See Graphics.
Mirror Imaging	Boothe	3/82:112		Ease program operation by using Do files. (Model I)
Model I Do Files	Jackisch/Knapp	4/82:254		Tricks to convert Model I programs to Model III
Model III Machine- Language Mods	Koch	12/82:222		Execute several programs simultaneously. (Model I)
Multi-programming/ Micro	Genovese	1/82:278		Another way to use break. (Model I)
On Break GOTO	Donais	11/82:390		Using randomness in programs. (Model I/III)
Ordered Chaos	Webb	1/82:310		Make high-resolution graphics use high memory. (CC)
PCLEAR 0	Heusinkveld	9/82:282		Simulate PEEK and POKE on the Model II.
PEEK of Its Career, The	Wilson	6/82:308		Detail the execution path of your programs. (Model I/III)
Performance Analysis	Ballard	2/82:240		

POKE Graphics	Schaefer	12/82:384	See Graphics.
Polar Generator	Webb	2/82:204	Generate a map of the Arctic on the screen. (Model I)
Priming the Data Base	Ring	3/82:152	Use prime numbers for labels in DBMs for fast sequential searches. (Model I/III)
Printer Color Art	Kalinowski	9/82:168	Get color printouts on your MX-80 using colored ribbons. (Model I/III)
Programmers for Hire	Gillig	1/82:274	Techniques of a professional programmer.
Programming Pitch, Pt. I	Davis	5/82:142	How to program pitch in music-generation programs. (Model I)
Programming Pitch Pt. II	Davis	6/82:362	See Part I.
Programming Pitch, Pt. III	Davis	10/82:228	See Part I.
ROM Breakout	Sprott	6/82:350	Use the interpreter's build-in exits to make modifications. (Model I/III)
Screen Strings	Davidson	12/82:360	Make efficient screen routines. (Model I)
Sling Some Hash	Knecht	9/82:124	Use hashing to store and retrieve items in an unsorted list. (Model I/III)
Smooth Graphics	Goodman	3/82:304	Add precision to animation. (Model I/III)
Sound OFF!	Thiel	11/82:422	See Education.
Spanning of Mod II Disks	Keen/Dischert	1/82:110	Link files with multi-disk Model IIs.
Stewise Refinement	Boasso	6/82:232	Exercise using psuedo-code.
STRING\$'s the Thing, The	Knight	6/82:298	Use STRING\$ to pack strings. (Model I/III)
Subchaser!	Steiner	3/82:106	See Games.
Super Banner	Balewski	5/82:282	See Graphics.
To Baffle a Pirate	Hawkins	11/82:404	See Utilities.
To Err Is... Okay	Adcock	3/82:230	Use On Error GOTO to work out of programming problems.
Total Recall	Bender	4/82:332	Get direct access to anything in memory with Fortran. (Model I)
Using Print Using	Rende	1/82:290	Tips on using the Print Using command.
Worm Pills for Basic	Keen/Dischert	4/82:290	Find the most efficient way to use Basic keywords.

SCIENCE/MATH

<i>Title</i>	<i>Author</i>	<i>Issue/Page</i>	<i>Debug</i>	<i>Annotation</i>
Algebraic Archery	Duffin	11/82:426		Polynomial factoring on your TRS-80. (Model I/III)
Analysis of Variance	Gille	11/82:392		Use this statistical method from IBM on your TRS-80. (Model I)
Astrodynamics for Beginners	Fowler	11/82:205		Explore the laws of gravitation. (CC)
Bemusing Triangle, The	Honess	2/82:210		Use the TRS-80 to implement the trapezoidal rule. (Model I/III)
Colorful Titrations	Wood	2/82:202		Isolate specific elements in chemical solutions. (CC)
DIGRAPH Digressions	Gorney	6/82:192		Use a directed graph to learn graph theory. (Model I/III)
Extra-terrestrial	Wells	2/82:112		See Education.
Find a Number's Roots	Cecil	11/82:440		Five programs to give high-precision answers to roots of numbers. (Model I)
Heat Stress Index	Heckenlively, et al	11/82:148		Determine if the heat generated at work is harmful to you. (Model I/III)
Learning the Elements	Wood	2/82:116		See Education.
Micros in Medicine	Vose	11/82:74		How micros are used in the medical profession.
Micros in the Lab	Hager	11/82:174		How micros are used in lab research.
Model III Biorhythms	Anderson	5/82:280		See Home/Hobby.
Nike Sport Research Lab	Larsen	11/82:188		How Nike uses computers in shoe design.
Propagation Prediction	Chipman	6/82:272		Predict high-frequency wave propagation. (Model I)
Relativity and the TRS-80	Levin	11/82:222		See how the theory of relativity works via your computer. (Model I/III)
Sieve of Eratosthenes	Cecil	11/82:306		Find prime numbers. (Model I/III)
TRS-80 Laboratory	Keller	11/82:197		How a hospital uses TRS-80s in the lab and day-to-day chores.

Two-way ANOVA	McGarvey	3/82:234	Get two-way analysis of variance. (Model I)
You Light Up My Life	Wood	3/82:330	See Education.

TUTORIALS

<i>Title</i>	<i>Author</i>	<i>Issue/Page</i>	<i>Debug</i>	<i>Annotation</i>
Another Sort of Sort	Townsend	12/82:276		Position and chain sorts.
APL Primer, Pt. I	Grothman	12/82:376		How APL works.
BBS Primer	Wright	6/82:284		What you need to hook onto a bulletin board.
Bit Smitten, Pt. II	Chidsey	9/82:268		Formerly "For the Novice;" heat build-up, turn-on and turn-off shock, and more discussed.
Bit Smitten, Pt. III	Chidsey	10/82:96		What a baud is, screen-dump routines, and more.
Bit Smitten, Pt. IV	Chidsey	11/82:92		Learn how to use the Basic Read...Data function. (Model I/III)
Bit Smitten, Pt. V	Chidsey	12/82:101		Gain access to string data. (Model I/III)
Boolean Logic Operators	Crew	12/82:366		How they work in Basic and Fortran.
Breaker 19	Busch	6/82:96		How to use CompuServe's CB simulator.
Color Computer Pointers	Gilliland	11/82:288		Combine programs and save memory. (CC)
Damping Cassette Output	Sinclair	5/82:324		What to do when CLOAD problems are really CSAVE problems.
Data Communications—TRS-80 Style	Derfler	6/82:82		How to set up your TRS-80 as a data-communications terminal.
Do-it-yourself DB, Pt. I	Townsend	6/82:176		See Programming Techniques.
Do-it-yourself DB, Pt. II	Townsend	9/82:242		See Part I, Programming Techniques.
Evolution of the Language	Waltjen	11/82:359		How a language works with the hardware. (Model I)
Extended Color Basic	Miller	6/82:266		A look at Extended Color Basic. (CC)
For the Novice, Pt. I	Chidsey	6/82:148		What MEM SIZE?, high and low memory, high and low-level languages are all about. (See Bit Smitten for subsequent parts.)
Graftrax 80	McNamee	9/82:190		Use bit graphics on the MX-80. (Model I/III)
Inside Scripsit, Pt. I	Lindley	9/82:222		Learn how Scripsit works before you modify it. (Model I/III)
Inside Scripsit, Pt. II	Lindley	10/82:276		See Part I.
Inside Scripsit, Pt. III	Lindley	12/82:130		See Part I.
Learn a Little Pascal, Pt. II	Grothman	1/82:80		Program using RS Tiny Pascal.
Make Butterflies—Not Bugs	Commander	4/82:152		Tips on using utilities.
Master Muses, The	Heath	8/82:186		Author of Master Reversi talks about computer Othello.
Mod III Notes	Ratzlaff	2/82:200		Model II monitors and cassette I/O.
Model I, Meet Model III	Barlow/Brydges	1/82:316		Convert programs from Model I to Model III.
Model II Primer	Baker	5/82:260		Tips for the new Model II owner.
NEWDOS80 Files	Resnick	12/82:344		How some NEWDOS files work.
Open Cartridge Surgery	Grout	12/82:343		Replace printer ribbon cartridge ribbons.
Ordered Chaos	Webb	1/82:310		See Programming Techniques.
Plant a Binary Tree	Knecht	11/82:242		Use a one-key binary tree in your random disk files. (Model III)
Practical Regression Analysis	Hinrichs	11/82:96		Use this method to get the most from your data. (Model I/III)
Printing Perfection	Phillip	9/82:126		Control print density and size options of the MX-80 while in Scripsit.
Radio Shack Repairs	Kepner	10/82:101		What Radio Shack charges to repair specific things.
Scripsit Makes It Easy	Bennett	11/82:456		Merge a mailing list with a standardized letter. (Model I)
Stewise Refinement	Boasso	6/82:232		See Programming Techniques.
Technological Destiny, Pt. I	Dillio	4/82:264		What a job in data processing requires.
Technological Destiny, Pt. II	Dillio	5/82:228		See Part I.
Technological Destiny, Pt. III	Dillio	6/82:186		See Part I.
Technological Destiny, Pt. IV	Dillio	9/82:260		See Part I.

Technological Destiny, Pt. V	Dillio	10/82:246
Things Still Crawl in the LII ROM	Marshall	11/82:444
TRS-80 Tongues	Nicholas/Martel	12/82:216
Using Print Using	Rende	1/82:290
Utilities Buyer's Guide	staff	4/82:135
Welcome to Cobol	Keen/Dischert	1/82:92
Worm Pills for Basic	Keen/Dischert	4/82:290
Z80 Bit Tables	Robinson	3/82:260

See Part I.

Why System loads crash. (Model I)

Intro to Basic, Fortran, Cobol, Pascal, APL, and
Forth.

See Programming Techniques.

Stats on various utilities for the TRS-80.
(Model I/II/III, CC)

Introductory look at Cobol.

See Programming Techniques.

Op-code secrets revealed. (Model I)

UTILITIES

<i>Title</i>	<i>Author</i>	<i>Issue/Page</i>	<i>Debug</i>	<i>Annotation</i>
16, 10, 2, or 8—Which Base Do We Appreciate	Sarnow	6/82:334		Decimal to octal to hex conversion. (Model I/III)
Add CRC ASAP	Baker	1/82:204		Perform cyclical redundancy code checks for tape- based systems. (Model I)
Another Major Operation on Scripsit	Graves	1/82:230		Add serial printer capabilities to Scripsit. (Model I)
Array I/O	Neff	1/82:200	5/82:26	Machine-language routine for fast Basic data transfer. (Model I)
As the Screen Scrolls	Keller	2/82:264	6/82:26	Protect some of your screen from scrolling. (Model I)
Autokey	Rigg	12/82:280		Modify Uni-key for the Model III.
Back to the Drawing Board	Rappaport	3/82:120		Design graphic displays on the screen and let the com- puter produce the code for it. (Model I)
BAM!	Byrkit	4/82:167		Change one-letter commands in your monitor pro- gram to a full word. (Model I)
Base 2 Screenprinter	Kent	3/82:214		Get screen dumps on the Base 2 printer. (Model I)
Basic Communication	McGarvey	6/82:324		Terminal program in Basic. (Model I)
Basic Compiler in Basic	Bertsekas	10/82:122		(Model I)
Basic Translator	Miller	6/82:194		Translate different Basic dialects for communication with other computers.
Basic Word Processing	Cutrona	9/82:140		Basic word processor. (CC)
Can You Get Me a Date?	Phillipp	2/82:220		Routine to let you enter a date in any format you like. (Model I)
Certify Your Cassettes Checksum	Bigelow	12/82:266		Eliminate bad saves. (Model I)
	Batie	11/82:410		Aid debugging by producing checksums for main listing. (Model I/III)
Clean Up Your TRON/TROFF	Rohde	11/82:406		A trace table to avoid a cluttered screen. (Model I)
Color Assembler	Heusinkveld	11/82:213		Assembler for the Color Computer.
Color Diskdump	Knecht	12/82:354		Examine those files. (CC)
Colormon	Cook	3/82:212		Monitor program. (CC)
Command Interpreter	Alford	4/82:244		Directly access machine-language routines. (Model I)
CP80	Cameron	4/82:306		IBM-like monitor program. (Model I)
Curse You, Cursor!	Frese	11/82:182		Control your Model II's cursor.
Datagen	Heusinkveld	6/82:346		Convert machine code to Basic statements. (CC)
Direct Access	Fink	4/82:214		Access Disk I/O routines from Basic using string variables as input buffers. (Model I)
Diskmap	Harrell	12/82:236		Eliminate disk file placement worries. (Model I)
Does Format Get Your Backup?	Hart	1/82:217		Use glitched disks. (Model I)
Easy Picture Editor	Ginger	12/82:388		Simple commands for art or games graphics. (CC)
Error Code Expanded	Alford	2/82:260		Get full error messages. (Model I)
Expand It—Burn It In	Alexander	6/82:344		Test program for memory upgrade. (Model III)
Fill in the Blanks	Schuldenfrei	1/82:224		Pack records before sending them to tape. (Model I/III)
Forms Cleanup	Barbarell	12/82:125		Printer driver. (Model II)
Graphics for Profile	Wood	3/82:284		Get graphics with Model II Profile.
Half Duplexer	McGarvey	5/82:172		Get screen echo for typed communications. (Model I)
Hoodwinking TRSDOS	Anderson	6/82:296		CP/M printer driver for Model II TRSDOS.

Horizontal Scrolling	Foley	6/82:318	Scroll back and forth and up and down. (Model I)
I Have a Secret	Demberger	10/82:296	Data encryption-decryption program. (Model I/III)
JKL Minus Blanks	Straw	9/82:290	Modify the NEWDOS + JKL so it doesn't print blank lines. (Model I)
Liberated CPU	Shield	12/82:228	Spooler. (Model I)
Loc-Editor	O'Connor	4/82:206	A spelling checker for program listings. (Model I)
Looking-for-Z\$ Blues	Hieber	12/82:194	Search function. (Model I)
Lost and Found	Athanasious	6/82:288	Disk-directory program. (Model III)
Lost in Basic	Paxton	1/82:304	Find variables in Basic programs. (Model I)
Lots of Little Letters to Litter Your Listings	Olsen	2/82:262	Convert upper to lowercase. (Model I)
LP VII Patch for the CC Matter of Compatibility	Degler	10/82:304	Eight-bit printer driver. (CC)
	Huston	12/82:146	Make your program compatible with more systems. (Model I/III)
Memory Size?	Jackson	4/82:226	Store machine-language routines as string variables in Basic programs. (Model I)
Micro Melodies	Gibbs	5/82:234	Music-generation program. (Model I)
Model II Disassembler	Faber	4/82:182	A disassembler for the Model II.
Model II Terminal Driver	Korenthal	4/82:176	Terminal driver for use with Lifeboat's CP/M. (Model II)
Model III Master Director	Muehlig	4/82:250	A master-directory program in 32K. (Model III)
Neatlist	Ewart	1/82:196	Produce neat program listings. (Model I)
One-drive Bulletin Board	Hodgson	3/82:314	Set up a CBBS with one disk drive. (Model I)
Paper Graphics	Rosenberg	3/82:270	Get graphics printouts on an LP IV. (Model I)
Play a Trick on Profile	Scott	6/82:306	Directly access profile files. (Model I)
Prinput	Mills	11/82:386	Get enhanced printouts from a limited system. (Model I)
Print That Index	Everett	6/82:184	Print out an address file. (Model I/III)
Print Whiz	Parker	2/82:250	Routine to use Electric Pencil and the RS LP IV to their full extent. (Model I)
Program Begat, Son of Program Begat	Christensen/Sater	6/82:320	Self-reproducing program. (Model I)
Quicksort	Brumm	11/82:414	Quick-sorting algorithm. (Model I)
Rapid System Loader	Hedinger	4/82:188	Software tape-load speedup. (Model I)
Reading, Writing, and AL	Morgan	3/82:318	Routines for disk I/O. (Model I/III)
Recover	Gobel	9/82:256	Recover from unwanted exits from Scripsit. (Model I)
Relocated ULCBAS	Pincus	11/82:420	Protect high memory. (Model I)
Screen Veil	Keller	9/82:286	Temporarily hide your screen's contents. (Model I/III)
Screenplay	Merkey	9/82:204	Print out anything in memory. (Model I)
Scroll Your Listings	Paxton	12/82:370	Scroll listings. (Model I)
Search Them Strings	Gunter	12/82:262	String-search utility. (Model I)
Secrets	Mills	3/82:216	Hide sensitive data and protect your software. (Model I)
Show the Score	Battista	11/82:272	Put numbers on the screen while in the graphics mode. (CC)
Snapshot	Rice	2/82:272	See how the values of your variables change during program execution. (Model I)
Systemized Basic	Browne	4/82:234	Save Basic programs in System format. (Model I)
Tab Extender	Hedinger	2/82:248	Put 127 more spaces on your tab limit. (Model I)
Tape Spate	Bowman	1/82:240	Shorten time for cassette data saves and recoveries. (Model I)
TDRELO	Kornfeld	11/82:424	Send Tape-Disk to high memory. (Model I)
Test Patterns	Kilmon	11/82:304	Adjust color and centering with this program. (CC)
To Baffle a Pirate	Hawkins	11/82:404	Make your programs difficult to copy. (Model I/III)
Trick Your ROM	Boothe	11/82:190	Use CHR\$(0) for speedy bit graphics on your printer. (Model I)
TRSDOS 2.0 Fix	Mornini	3/82:332	Keep from exiting to DOS. (Model II)
Two Transfers Please	Hollins	2/82:188	Put Eliza and Micromusic on disk. (Model I)
Using Test1A	Moultrie	4/82:240	Use TRSDOS's memory test with other DOSes. (Model I)
Varispeed	Evans	3/82:336	Control the speed of your Basic interpreter. (Model I)
Zubroutines	Ashley	4/82:209	Fifty short subroutines to aid your programming. (Model I)

1982 Review Index

Books

Product

101 Color Computer Programs
 55 Color Computer Programs
 6809 Assembly-Language Programming
 8080/Z80 Assembly-Language Techniques
 Basic 2nd Edition
 Basic Adventures
 Basic Conversions Handbook
 Basic Faster and Better
 Basic for Home Computers
 Basic Handbook, The
 Bibliography of Computer Music
 Computer Programming Basic Self Instruction
 CP/M Primer
 Custom TRS-80 & Other Mysteries
 Data File Programming/Basic
 Don't
 Elementary Basic/Pascal
 Fast Basic
 Graphic Software/Micros
 How to Make Money
 Intro/8080/8085 Assembly Language Programming
 Learning TRS-80 Basic 1-16
 Learning with Computers
 Microcomputer Data Base Manager
 Microcomputer Math
 Microsoft Basic Decoded
 Murder in the Mansion
 Pascal
 Pascal Handbook
 Pascal Primer
 Robot Intelligence/Experiments
 RS Model III Service Manual
 Starting Forth
 TRS-80 Assembly Language Subroutines
 TRS-80 Graphics
 TRS-80 Means Business
 Using CP/M
 Videotext, Coming Revolution

Manufacturer

Arcsoft Publishers
 Arcsoft Publishers
 Osborne/McGraw Hill
 John Wiley & Sons
 John Wiley & Sons
 80-NW Publishing
 Hayden Books
 IJG Inc.
 John Wiley & Sons
 Compusoft Publishing
 University of Iowa Press
 Cambridge Learning Enterprises
 Howard W. Sams & Co. Inc.
 IJG Inc.
 John Wiley & Sons
 Sybex
 Random House
 John Wiley Books
 Kern Publications
 Dilithium Press
 John Wiley & Sons
 Compusoft Publishing
 Digital Press
 Howard W. Sams & Co.
 Micro Applications Publishers
 IJG
 Arcsoft Publishers
 TAB Books
 Sybex
 Howard W. Sams & Co. Inc.
 TAB Books
 Tandy/Radio Shack
 Prentice-Hall
 Prentice-Hall
 Tandy/Radio Shack
 John Wiley & Sons
 John Wiley & Sons
 Knowledge Industry Publications

Issue/Page

9/82:64
 3/82:62
 2/82:310
 2/82:310
 8/82:37
 9/82:66
 5/82:37
 2/82:310
 2/82:312
 5/82:36
 4/82:63
 4/82:65
 10/82:66
 2/82:310
 9/82:72
 12/82:44
 11/82:62
 5/82:37
 10/82:32
 2/82:310
 11/82:40
 2/82:310
 10/82:45
 3/82:64
 1/82:38
 2/82:326
 1/82:27
 1/82:42
 1/82:40
 6/82:51
 3/82:65
 10/82:80
 10/82:41
 3/82:63
 10/82:32
 2/82:310
 1/82:36

Hardware

Product

AD-III Audio Amplifier
 AJ 841 I/O Terminal
 AN-551 Eprom Programmer
 Base2 850
 C. Itoh Daisy Wheel Printer
 C. Itoh 8510 Printer
 Centronics 737
 Cheaptalk
 Color Computer Disk System
 Color Computer Disk System
 CPrint Parallel Printer Interface
 Disk 80
 Drive Control Unit
 EPS-80 Word Processor
 Epson MX-80
 Escon Selectric Interface
 ETF-80 Electric Typing Fingers

Manufacturer

Thomas Engineering/TCS
 Anderson-Jacobson
 Design Solutions Inc.
 Base2
 C. Itoh Electronics
 C. Itoh Electronics
 Centronics
 Alan Saville
 Tandy/Radio Shack
 Tandy/Radio Shack
 Micro Labs Inc.
 Micromint Inc.
 Optronics Technology
 PMC Inc.
 Epson of America
 Escon Products Inc.
 PMC Inc.

Issue/Page

2/82:316
 4/82:56
 6/82:68
 4/82:278
 2/82:316
 5/82:184
 4/82:278
 5/82:54
 9/82:72
 6/82:48
 3/82:56
 3/82:62
 12/82:62
 9/82:78
 4/82:278
 6/82:47
 9/82:78

Floppy Disk Controller	A.M. Electronics	4/82:53
Gold Plug 80	E.A.P. Co.	5/82:50
Hayes Stack Smartmodem	Hayes Microcomputer Products	10/82:47
IDS 445 Paper Tiger	Integral Data Systems	4/82:278
IDS 460 Printer	Integral Data Systems	4/82:54
Line Printer VII	Tandy/Radio Shack	4/82:82
Line Printer VIII	Tandy/Radio Shack	4/82:70
LN Doubler 5/8	LNW Research Corp.	12/82:104
LNW-80	LNW Research Corp.	5/82:206
LSI Soft-View CRT	Langley-St. Clair Inst.	12/82:51
MDX-2	Micro-Design	4/82:58
MDX-3 Interface PC Board	Micro-Design	10/82:60
Memory Box, The	Displayed Video	5/82:224
Micro Cue Print Buffer	Microcompatible	3/82:58
Micro Mainframe Disk Controller	Micro Mainframe	11/82:58
Microline 80	Okidata	4/82:278
Microline 82A Printer	Okidata Corp.	5/82:56
Micromouth	Micromint	4/82:59
Modem 80	ICROM Enterprises Ltd.	6/82:45
Modem I	Tandy/Radio Shack	1/82:51
Novell Image 800 Printer	Novell	5/82:57
Patch 2.0	Cecdat Inc.	6/82:62
Percom Doubler II	Percom Data Corp.	12/82:104
Percom SFD-51-A	Percom Data Corp.	12/82:104
PI80C Parallel Printer Interface	The Micro Works	6/82:46
Plotter Printer	Tandy/Radio Shack	1/82:122
Plug 'N Power Controller	Tandy/Radio Shack	3/82:61
PMC SFD-51-A	Personal Microcomputers I	12/82:104
Power Pack ROM Package	Computerware	6/82:118
Printer/Cassette Interface/PC	Tandy/Radio Shack	4/82:60
QuCeS Hard Disk Subsystem	Quality Computer Services	10/82:154
Selectronic 841	Anderson-Jacobson	4/82:56
SK-2	Mumford Micro Systems	2/82:180
Snapp Spooler	Snapp Inc.	9/82:80
Sooperspooler	Compulink	9/82:66
Sprinter II	Holmes Engineering	11/82:56
Starbuck 8882	Starbuck Data Co.	8/82:42
Strobe 100 Drum Plotter	Strobe Inc.	9/82:58
Tandy 6-Pen Plotter	Tandy/Radio Shack	10/82:58
TP-1/Smith-Corona Printer	Smith-Corona	11/82:61
TRS-80 Color Disk System	Tandy/Radio Shack	6/82:48
TRZ-80		1/82:218
UPI-3, UPI-4 Serial Printer Interface	Speedway Electronics	2/82:314
Video I	Archbold Electronics	5/82:54
Wolfbug 64K CC Upgrade	Atomic City Electronics	12/82:42

Software

<i>Product</i>	<i>Manufacturer</i>	<i>Issue/Page</i>
ACCEL2	Allen Gelder Software	5/82:218
Ace Automated Communications	Ace Computer Products	10/82:47
Aircraft Instrument Approach	J.C. Sprott	2/82:318
Alcatraz II	Spectral Associates	8/82:40
Alien Defense	Soft Sector Marketing	8/82:50
Ann Rose	Sturdivant and Dunn	5/82:42
Ants	Synergistic Solar Inc.	4/82:46
Arcade 80	Datasoft Inc.	2/82:320
Armored Patrol	Adventure International	8/82:36
ASPTCH 3.2	Byte Miser Software	2/82:322
Asylum	Med Systems Software	5/82:41
Attack Force	Alpha Products	1/82:51
Auto-Writer	Software Options	9/82:110
Autobasic	Schneider Enterprises	9/82:82
Basic Compiler (BASCOM)	Microsoft Consumer Products	5/82:218
Basicpro	Softworx Inc.	1/82:49

Bounceoids	Cornsoft Group Inc.	12/82:54
C. C. Writer	Transformation Technologies	3/82:50
Cassette Comm	Tandy/Radio Shack	1/82:44
Cave Hunter	Mark Data Products	9/82:76
CCForth	Frank Hogg Laboratory Inc.	11/82:45
Check Register Plus	Softco	6/82:338
Checkwriter 80	Tandy/Radio Shack	6/82:338
Chextext	Apparat	9/82:119
Chextext	Apparat	4/82:98
Chromasette Magazine	CLOAD Magazine	3/82:52
Codes II	Nelson Software	9/82:96
Color Assembler	Computerware	6/82:116
Color Berserk	Mark Data Products	9/82:76
Color Editor	Computerware	6/82:116
Color Pac Attack	Computerware	8/82:45
Color Scripsit	Tandy/Radio Shack	10/82:40
Color Space Invaders	Spectral Associates	3/82:48
Colorforth	Armadillo International	12/82:80
Colorterm	Martin Consulting	11/82:63
Commbat	Adventure International	1/82:43
Compiler Basic, I & III	Tandy/Radio Shack	2/82:164
Compiler Basic, II	Tandy/Radio Shack	2/82:148
Computer Downs	Ernest H. Fellows	2/82:327
Computer Major League	Avalon Hill	5/82:38
Conflict 2500	Avalon Hill	8/82:46
Copyart	Simutek Computer Products	9/82:108
Crush, Crumble, and Chomp	Epyx, Automated Simulations	2/82:324
Data Ace	Computer Software Design	10/82:266
Datahandler	Miller Microcomputer Services	6/82:150
Date-O-Base Calendar	Custom Software Engineering	12/82:61
DBase II	Ashton-Tate	6/82:53
Defense Command	Big Five Software	8/82:50
Direct File Transfer/DFT	Big Systems Software	6/82:66
Disk Doctor, The	Superior Graphic Software	12/82:54
DOSPLUS 3.4	Micro Systems Software	10/82:244
DOSPLUS 3.4	Micro Systems Software	12/82:104
Dragons of Hong Kong	Adventure International	8/82:52
Draw5	Wilson Software Division	1/82:42
DSMBLR	Misosys	9/82:85
Dynamic Report Generator	Dynamic Software	10/82:56
Dynasoft Pascal	Computerware	6/82:198
Edit	Southern Software	6/82:71
EDTASM + /C.C.	Tandy/Radio Shack	11/82:142
Electric Pencil 2.0	IJG Inc.	9/82:98
Electric Spreadsheet	Exatron	1/82:49
Electric Webster	Cornucopia Software	9/82:118
Eliminator	Adventure International	8/82:54
ENHBAS	Cornsoft Group	1/82:320
Faster 1.2	Prosoft	4/82:40
FED File Editor for LDOS	Galactic Software	12/82:53
Finance Loans & Investment	Computerware	11/82:58
Flextex/80	Apparat	9/82:100
GEAP	J.F. Consulting	10/82:184
Grammatik	Aspen Software	9/82:120
Graphics Editor/Programmer	J.F. Consulting	3/82:57
GRBasic 3.0	Med Systems Software	6/82:54
Hexspell	Hexagon Systems	4/82:98
Hexspell 2	Hexagon Systems	9/82:116
HORKS	Edu-Ware East	9/82:70
Hypergate Centurion/Patro	Synergistic Solar Inc.	12/82:60
ICL	XYZT Computer Dimensions	6/82:64
IDM/V	Micro Architect Inc.	6/82:150
Institute, The	Med Systems Software	9/82:64
INTASM 2.0	Singular Systems	9/82:68

KWICOS	Kwik Software	2/82:322
Labmaker	ETS Center	10/82:34
Laser Defense	Med Systems Software	8/82:39
Lazy Writer	Soft Sector Marketing	9/82:102
LCA-47 Lowercase Adapter	Micro Technical Products	12/82:56
LDOS 5.1	Logical Systems Inc.	9/82:252
LDOS 5.1	Logical Systems Software	12/82:104
Letter-Writer	Astro-Star Enterprises	9/82:112
Life List	Manhattan Software	5/82:46
LISP	Supersoft	12/82:46
Litigation Support System	Tandy/Radio Shack	6/82:50
Local Call for Death	Adventure International	8/82:52
LZ Patcher	Imaginity Inc.	9/82:104
Maces & Magic	Adventure Int./Chameleon	8/82:38
Macro-Mon, The Shadow	Advanced Operating Systems	9/82:292
Mailmerge	Micropro	9/82:94
Master Control	Soft Sector Marketing	3/82:49
Master Reversi	Instant Software	11/82:66
Maxi Check Register Acct.	Exador/Adventure Intl.	6/82:338
Maxi Manager 3.1	Adventure International	6/82:150
Maxprint	Peggytronics	10/82:33
Meteoroids	Spectral Associates	3/82:48
Micro-Typit	Coolidge & Associates	9/82:114
Microcosm III	Basics & Beyond Inc.	1/82:48
Microproof	Cornucopia Software	9/82:116
Microproof	Cornucopia Software	4/82:98
Microstat	Ecosoft	6/82:280
Mind Thrust	Hayden Software	8/82:56
Miz' Spell	Programs Unlimited	4/82:98
Miz' Spell	Programs Unlimited	9/82:120
Mod II Game Package	Small Business Systems	5/82:52
Multidos	Cosmopolitan Electronics	12/82:104
muMATH/Extended	Microsoft	11/82:42
MZAL	Computer Applications Inc.	10/82:160
New Starship Battles	Synergistic Solar Inc.	4/82:46
NEWDOS80 Ver. 2.0	Apparat Inc.	2/82:152
NEWDOS80 Ver. 2.0	Apparat Inc.	12/82:10
NewScript	Prosoft	9/82:104
NewScript 6.0	Prosoft	3/82:53
NewScript 7.0	Prosoft	10/82:52
Newtalk	Star-Kits	10/82:38
Newtrieve	Unique Printing & Stationery	10/82:42
Odin	Odesta Publishing	11/82:66
Omniterm	Lindberg Systems	4/82:94
On Her Majesty's Ship Impetuous	Adventure International	8/82:52
Orchestra-85, 90	Software Affair	6/82:326
Packer 1.5	Cottage Software	6/82:60
Parsector 8	Synergistic Solar Inc.	4/82:46
Pascal-80	New Classics Software	12/82:210
Pencil Plus	Dan Robinson	9/82:96
Penetrator	Melbourne House Software	9/82:112
Pensawrite 1	Pensadyne Computer Services	9/82:74
Pensawrite 2	Pensadyne Computer Services	9/82:106
Personal Finance for C.C.	Tandy/Radio Shack	10/82:38
PL/I-80	Digital Research	6/82:122
Powerdraw	Powersoft	10/82:40
Profile II	Tandy/Radio Shack	4/82:48
Profile III Plus	Small Computer/Tandy	10/82:308
Profile Plus	Tandy/Radio Shack	4/82:48
Proofreader	Aspen Software	4/82:98
Proofreader/Proof-Edit	Aspen Software	9/82:118
QSD Utility Disk #1	Quality Software Distributors	4/82:41
Quest	Aardvark-80	12/82:48

Qwerty	Med Systems Software	10/82:34
Qwerty	Med Systems Software	9/82:102
Refware Thesaurus	David C. Whitney Associates	4/82:52
Robot Attack	Big 5 Software	8/82:39
RPM	Prosoft	4/82:40
Scarfman	The Cornsoft Group	3/82:53
Scriinput	ACR Consultants	4/82:44
Scriplus	Quality Software Distributors	9/82:101
Scripmod	MG Products	9/82:102
Scripsit	Tandy/Radio Shack	9/82:98
Scripsit Dictionary	Tandy/Radio Shack	9/82:120
Scripsit, Mod II	Tandy/Radio Shack	2/82:222
Scriptr	Pioneer Software	9/82:102
SDS80C Editor/Assem/Mon	The Micro Works	6/82:70
Sea Dragon	Adventure International	12/82:40
Search and Sort	Micro Pro Systems	8/82:56
SECS	Datasoft Inc.	3/82:52
SFinks 3.0	William Fink	9/82:80
Sigmon	Datasoft Inc.	3/82:52
Smart Terminal Program, STERM	Howe Software	6/82:60
Snapp III Extended Built-In Functions	Snappware	1/82:134
Snapp IV Auto Map	Snappware	1/82:134
Snapp V Extended File Map	Snappware	5/82:216
Softext/Softscreen	Aspen Software	9/82:106
Sole	Misosys	11/82:48
Space Ace 21	Synergistic Solar Inc.	4/82:46
Space War	Spectral Associates	3/82:48
Space Waste Race	Storybooks of the Future	5/82:42
Special Delivery	Software Concepts	9/82:110
Spectaculator	Tandy/Radio Shack	11/82:49
SpellGuard	Innovative Software Applications	9/82:95
Spell 'N Fix	Star-Kits	11/82:68
SpellStar	Micropro International	9/82:95
Star Blaster	Micro Works	8/82:44
Star Warrior	Automated Simulations	4/82:50
Starfighter	Adventure International	2/82:320
Statistical Analysis	Tandy/Radio Shack	6/82:280
Stud5	Wilson Software Division	1/82:42
Super Color Writer 1.0	Nelson Software	9/82:62
Super Micro Pro Football	Micro Pro Systems	6/82:54
Superscript	Acorn Software	9/82:101
Supersort	Micropro International	9/82:94
Tanktics	Avalon Hill	4/82:63
Tape Downloading System/TDS	Big Systems Software	6/82:66
TASMON	Alternate Source	1/82:126
Telewriter	Cognitec	5/82:208
Temple of Apshai	Automated Simulations	2/82:323
Tower of Orlandor	Compu-Things	8/82:46
Two Heads of the Coin	Adventure International	8/82:52
Uniterm	B.T. Enterprises	6/82:56
UOLISP	Far West Systems & Software	12/82:46
Utility Pack, The	B.T. Enterprises	4/82:42
VisiGraph	Micro Software Systems	10/82:54
Voyage of the Valkyrie	Advanced Operating Systems	5/82:44
Word IV/Word V	Micro Architect	9/82:110
Word Machine/The	GB Associates	9/82:112
Wordslinger/The	Instant Software	9/82:114
Wordsmith	ABS Suppliers	6/82:63
Wordsmith	ABS Suppliers	9/82:112
WordStar	Micropro International	9/82:92
XBug	Computer Applications Unlimited	3/82:54
XTEND40	Prosoft	4/82:40
ZBasic 2.0	Simutek Computer Products	5/82:48

1982 Load 80 Index

Month	Year	Program Name	Page Number
January	1982	PALLETS	98
		SURVEY	102
		RULE300	116
		MODEL T	140
		ALPHGRPH	190
		NEATLIST	196
		SCRIPGRAFT	230
		TAPESPTE	240
		MARS	265
		VARMAP	304
February	1982	GSETTR	70
		PUNCTUAT	82
		TESTMAKR	104
		PLANETS	112
		CAPCHEM	116
		BOGGLE	166
		GETTEAM	196
		KINGSCAT	232
		SALECAST	268
		SNAPSHOT	272
March	1982	THREEDEE	138
		PRMSRCH	152
		HUMANS	154
		GRADES	184
		SCRNPRNT	214
		CENSOR	216
		OTHLO80	252
		RGRAPHIC	294
		BLTNBRD	314
		FLPYFIXR	326
(pub. in Dec. 1981) April	1982	BASICK	86
		BAM	167
		RSL	188
		ZUBRTNES	208
		DISKRD3	214
		COMMAND	244
		MASDIR3	250
		SHOPPING	270
		RULER	302
		CP80	306
May	1982	MUSIC	142
		NAMESONG	234
		EXPENSE	238
		RACES	252
		HANDICAP	264
		BANNER	282
		SPCCHASE	292
		GABBY	322
		MONEYDOS	382

Month	Year	Program Name	Page Number
June/July	1982	SMPLZAP1	232
		SMPLZAP2	232
		SURVEY	248
		QUESTION	248
		LOADFILE	248
		PPREDICT	272
		DIRECTRY	288
		AIRTRAVL	300
		LEARN A	326
		MERLIN	330
		PROJCAL	348
August	1982	HFLYNN46	66
		SPY	80
		SPYFIELD	80
		CUBE80	106
		SLALOM	112
		KALAH/SRC	132
		LUCKY13	156
		ROUNDEND	156
		STAR	156
		DBLTRI	156
		SUBCHOP2	216
		SLOTMACH	222
		CRAM	234
		ACROSTIC	240
KUNGFU	248		
September	1982	MEMALPHA	254
		TERMITES	274
		PITTYPAT	270
		THRUASTR	280
		LOCO	286
		RAMMER	296
		CARDONI2	302
		MOBYDICK	139
		COLORART	168
		TRAINART	168
		CHARTART	168
		BTFLYART	168
		CSTLEART	168
		SNPYART	168
SCRNPLAY	204		
(pub. in Aug. 1982)	1982	ORDRFORM	270
		SIM	276
		VEIL/SRC	286
		HOTDOG	330
		MTRMOUTH	330
		PACHINKO	330
		FUNHOUSE	330
		HAMMING	342
		MDOS1	364
		MDOS2	364
		SQUARE1	358
		SQUARE2	358
		SQUARE3	358
		SQUARE4	358
October	1982	QUIKCALC	114
		BASICOMP	122
		AUTOTRK2	203
		MUSIC1	228
		MUSIC2	228
		SCRPTCH1/SRC	276
		SCRPTCH2/SRC	276
		CRYPTO	296
		INVENTORY	342